

InvisiClues™
The Hint Booklet for
the computer software version of

*The Hitchhiker's Guide
to the Galaxy*

**DON'T
PANIC!**



INFOCOM™

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Introduction

What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the story by giving you only the hints that you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize the problem.

How to use this booklet

If you are stuck at some point in *THE HITCHHIKER'S GUIDE TO THE GALAXY*, find the question that most pertains to your problem. Uncap the marker and run it once over the first hint. The writing will appear in a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

How can I tell the difference between a Vogon and a pile of Fronurbdi Fire Fungus?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

Once you have finished the game, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain problems.

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On the Earth

(The map for this area of the game can be found on page 50.)

How do I turn on the light after I wake up?

I can't reach anything from the bed! What do I do?

Why am I having trouble picking things up?

A.

B.

C.

How can I get out of the bedroom?

A.

B.

C.

D.

E.

What will I need to bring with me when I leave the bedroom?

Is the pile of mail important?

A.

B.

C.

What's that bulldozer doing in front of my house?

A.

(continued on next page)

B.

C.

Is it important to stop my house from being destroyed?

A.

B.

C.

D.

E.

How can I prevent my house from getting demolished?

A.

B.

C.

D.

E.

F.

G.

What should I do when Ford Prefect shows up?

A.

B.

C.

(continued on next page)

D.

E.

Should I go with Ford to the Pub?

A.

B.

C.

Should I go with Ford to the Cinema?

A.

B.

C.

What should I do in the Pub?

A.

B.

C.

D.

How much beer should I drink?

A.

B.

C.

D.

Is the jukebox important?

A.

B.

C.

D.

How can I buy beer?

A.

B.

How can I buy a packet of peanuts?

A.

B.

How can I buy a cheese sandwich?

A.

B.

C.

How can I buy some whiskey?

A.

B.

C.

What should I do about the dog?

A.

B.

What should I do when my house is destroyed?

A.

B.

What should I do when the Vagon fleet arrives?

A.

B.

C.

D.

E.

F.

G.

H.

The Earth keeps getting destroyed by the Vagon fleet, and me along with it!

I died from shock during matter transference. What did I do wrong?

In the Dark

Help! I'm in the Dark and can't do anything!

A.

B.

C.

D.

Okay, just exactly how do I get out of this Dark?

A.

B.

(continued on next page)

C.

D.

E.

F.

G.

H.

What's the significance of this shadow I see moving around?

A.

B.

Oh no! I'm in that blasted Dark *again*!

A.

B.

C.

D.

E.

F.

G.

H.

Exactly how does Dark work?

A.

B.

(continued on next page)

C.

D.

E.

F.

Is there any way to control where I go when I leave Dark?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

(continued on next page)

L.

M.

N.

Aboard the Vagon Ship

(The map for this area of the game can be found on page 50.)

Where the heck am I?

A.

B.

C.

How do I prevent myself from getting groggy and dying?

A.

B.

C.

D.

E.

F.

What is that thing Ford puts on his satchel before he lies down for his nap?

A.

(continued on next page)

B.

C.

How can I wake Ford?

A.

B.

C.

How can I get the atomic vector plotter out of the glass case?

A.

B.

C.

D.

E.

F.

G.

H.

What is the tall dispensing machine?

Why does the dispensing machine go "click"?

What is a babel fish?

How can I get a babel fish?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

L.

M.

N.

O.

P.

Q.

R.

S.

T.

U.

V.

W.

(continued on next page)

X.	
Y.	
Z.	
AA.	
BB.	
CC.	
DD.	
EE.	
FF.	
GG.	
HH.	
II.	
JJ.	

What's that gibberish I keep hearing over the ship's intercom?

A.	
B.	
C.	
D.	

(continued on next page)

Is there any way to stop the guards from dragging me to the Captain's quarters?

A.

B.

C.

What's going on here in the Captain's Quarters?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

How can I prevent the guards from throwing us in the airlock?

A.

B.

C.

D.

Is there any way to survive getting blown out of the Airlock?

A.

B.

C.

D.

E.

F.

Aboard the Heart of Gold

(The map for this area of the game can be found on page 51.)

I've just arrived in Entry Bay Number Two. Where am I? What's going on?

A.

B.

C.

Who are those people on the Bridge?

A.

B.

C.

D.

How can I enter the sauna?

A.

B.

C.

Is Eddie (the shipboard computer) important?

A.

B.

C.

D.

E.

Are the controls on the Bridge important?

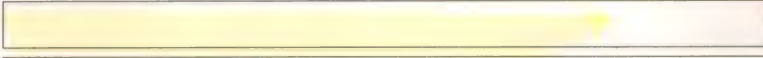

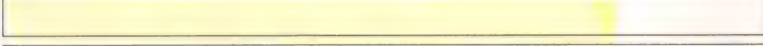








A.

B.

(continued on next page)

- C. 
- D. 
- E. 
- F. 
- G. 
- H. 
- I. 
- J. 

How does the Nutrimat work?

- A. 
- B. 
- C. 
- D. 
- E. 
- F. 
- G. 
- H. 
- I. 
- J. 
- K. 

Is the Advanced Tea Substitute useful?

- A.
- B.
- C.
- D.

Is the Pan-Galactic Gargle Blaster useful?

- A.
- B.
- C.
- D.
- E.

Is the cup of nectar useful?

- A.
- B.
- C.
- D.

Is the cup of tea important?

- A.
- B.
- C.
- D.
- E.

What's the story with the circuit board in the Nutrimat?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.

Is the shipping carton important?

- A.
- B.
- C.
- D.

Is the strange gun important?

- A.
- B.
- C.
- D.
- E.

Is it possible to enter the drive chamber, that is, to go aft from Corridor, Aft End?

- A.
- B.

(continued on next page)

C.

D.

E.

Is there anything important in the Engine Room?

A.

B.

C.

D.

E.

Is the spare Infinite Improbability Drive important?

A.

B.

C.

D.

E.

F.

G.

H.

I.

(continued on next page)

J.

K.

How can I get past the screening door in the Corridor, Aft End?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

L.

M.

N.

O.

P.

(continued on next page)

Q.

R.

S.

T.

U.

V.

Is Marvin important?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

L.

Is the Access Space important?

A.

B.

How can I open the hatch?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

K.

L.

M.

(continued on next page)

N.

O.

P.

Q.

R.

S.

T.

U.

V.

W.

X.

Y.

Z.

Help! The Heart of Gold is being attacked by nuclear missiles!

A.

B.

C.

D.

E.

F.

G.

(continued on next page)

H.

I.

J.

On Traal ✓

(The map for this area of the game can be found on page 51.)

Is it possible to enter the room that lies southwest from the Lair?

A.

B.

How can I stop the Ravenous Bugblatter Beast of Traal from killing me?

A.

B.

C.

D.

E.

F.

G.

H.

I.

Why does the beast ask me to say my name?

- A.
- B.
- C.
- D.
- E.
- F.
- G.

What is the significance of the sandstone memorial?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.

(continued on next page)

- I.
- J.
- K.
- L.
- M.

Are the tall walls around the courtyard important?

- A.
- B.
- C.
- D.

Are the bleached bones important?

- A.
- B.
- C.
- D.

Are the sharp stones important?

- A.
- B.
- C.

What is the point of this whole Traal scene?

- A.
- B.
- C.
- D.
- E.
- F.

On Damogran

(The map for this area of the game can be found on page 52.)

Who am I?

Where am I?

How can I open the toolbox?

- A.
- B.
- C.
- D.
- E.

How can I stop myself from cracking up against the rocks?

- A.
- B.
- C.
- D.

(continued on next page)

E.

F.

What should I do when the boat docks?

What should I do when I reach the Dais?

A.

B.

C.

What do I do about the Guards?

A.

B.

C.

D.

E.

F.

Is there any way to enter the Heart of Gold from the Dais?

A.

B.

C.

D.

E.

(continued on next page)

F.

G.

H.

I.

J.

What's the point of the whole Damogran scene?

A.

B.

C.

At the Party

(The map for this area of the game can be found on page 52.)

Who am I?

Where am I?

A.

B.

C.

What should I do about Phil?

A.

B.

C.

(continued on next page)

- D.
- E.
- F.
- G.

What should I do about Arthur?

- A.
- B.
- C.
- D.
- E.

What should I do about the hostess?

- A.
- B.
- C.

How can I leave the apartment?

- A.
- B.
- C.

What is the point of the party scene?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.
- K.

The Earth, Revisited

(The map for this area of the game can be found on page 50.)

Who am I?

Where should I go?

- A.
- B.

(continued on next page)

C.

D.

E.

What should I do about that feeling of uneasiness?

A.

B.

C.

D.

What should I do about Arthur?

A.

B.

C.

D.

What should I do about Prosser?

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

What should I do in the Pub?

- A.
- B.
- C.
- D.
- E.
- F.

What should I do about the dog?

- A.
- B.

What's the point of this second Earth scene?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.

The War Chamber and Maze

(The map for this area of the game can be found on page 52.)

What's going on in the War Chamber?

- A.
- B.
- C.
- D.

How can I get the awl out of the War Chamber?

- A.
- B.

How can I prevent being swallowed by that giant dog?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.
- K.

Where is this Maze?

- A.
- B.
- C.
- D.
- E.
- F.
- G.

Can the Maze be mapped?

- A.
- B.
- C.
- D.
- E.
- F.

What's this black particle? What should I do about it?

- A.
- B.
- C.
- D.

(continued on next page)

E.

F.

What's the point of the War Chamber and Maze scene?

A.

B.

C.

D.

E.

Inside the Whale

(The map for this area of the game can be found on page 52.)

Who am I?

Where am I?

A.

B.

C.

D.

Who's the old man with the wooden puppet?

A.

B.

C.

(continued on next page)

D.

E.

How can I get out of the whale?

A.

B.

C.

D.

E.

F.

G.

How can I prevent the whale from splatting?

A.

B.

How can I get the flowerpot out of the whale?

A.

B.

C.

D.

E.

F.

G.

What's the point of this scene inside the whale?

- A.
- B.
- C.

General Questions

Is there any significance to "no tea"?

- A.
- B.
- C.

What the Zark is the thing my aunt gave me which I don't know what it is?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.

Is the Hitchhiker's Guide important?

- A.
- B.
- C.
- D.
- E.

What is the Thumb? How does it work? Is it important?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.
- I.
- J.
- K.

(continued on next page)

L.

M.

Is the Engineer robot important?

A.

B.

C.

D.

E.

What's all this nonsense about fluff?

A.

B.

C.

D.

E.

F.

G.

H.

I.

(continued on next page)

- J.
- K.
- L.
- M.
- N.
- O.

What do I do about the plant?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H.

What are all these tools scattered throughout the game?

- A.
- B.
- C.
- D.
- E.
- F.

(continued on next page)

G.

H.

What is the goal of the game?

A.

B.

C.

D.

E.

How can I read the footnotes?

How All the Points Are Scored

This section should only be used as a last resort, or for your own interest after you've completed the game.

Action	Points

NOTE:

For Your Amusement

You shouldn't develop anything in this section until you've finished the game. Things in the section will invariably give away the answers to puzzles in the game.

Have you tried . . .

[REDACTED]

(continued on next page)

Have you tried...

Have you tried...

(continued on next page)

Guide Entries

Here's a complete list of all the things that you can CONSULT the Hitchhiker's Guide about. You should use it only as a last resort, or for your interest once you've finished the game.

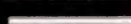
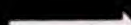

Footnotes

The section tells how to find the place where each footnote is referenced in the game. Once again, you shouldn't develop this section until you finished, because it will probably ruin some puzzles for you.

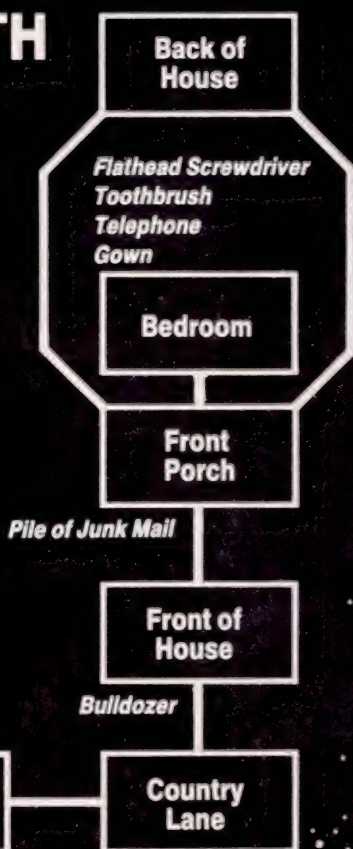
Footnote 1	
Footnote 2	
Footnote 3	
Footnote 4	
Footnote 5	
Footnote 6	
Footnote 7	
Footnote 8	
Footnote 9	
Footnote 10	
Footnote 11	
Footnote 12	
Footnote 13	
Footnote 14	
Footnote 15	

EARTH

LEGEND FOR MAPS

-  Normal passageway
-  One-way passageway
-  Passageway requiring special equipment or problem solving

NOTES: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid unnecessarily giving away problems, these maps list only those objects immediately visible upon entering a room.



Keyboard
Atomic Vector Plotter
Babel Fish Dispenser
Glass Case
Switch

TO
CAPTAIN'S
QUARTERS

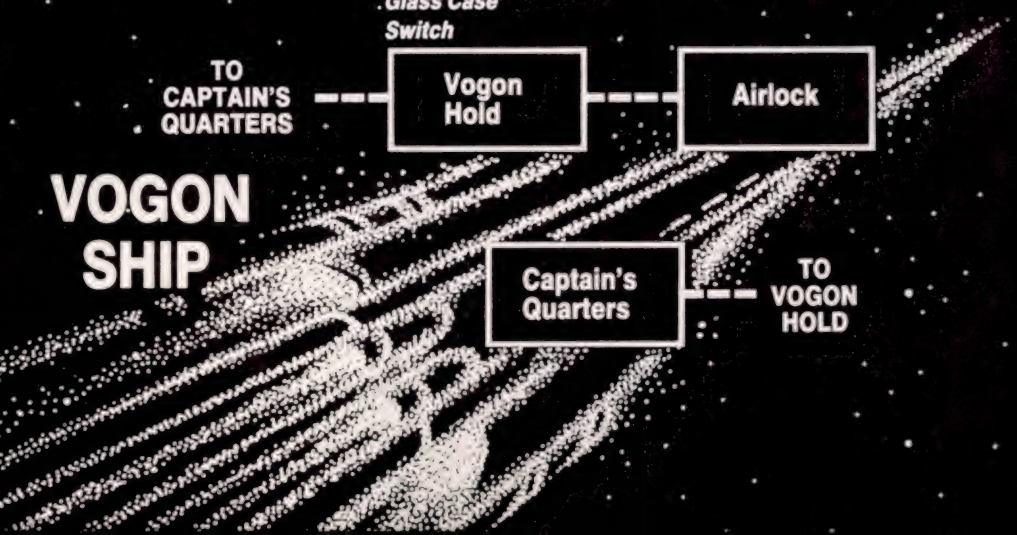
Vogon
Hold

Airlock

VOGON SHIP

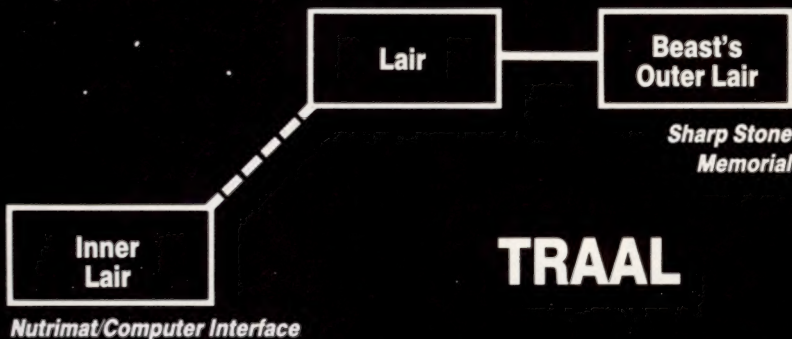
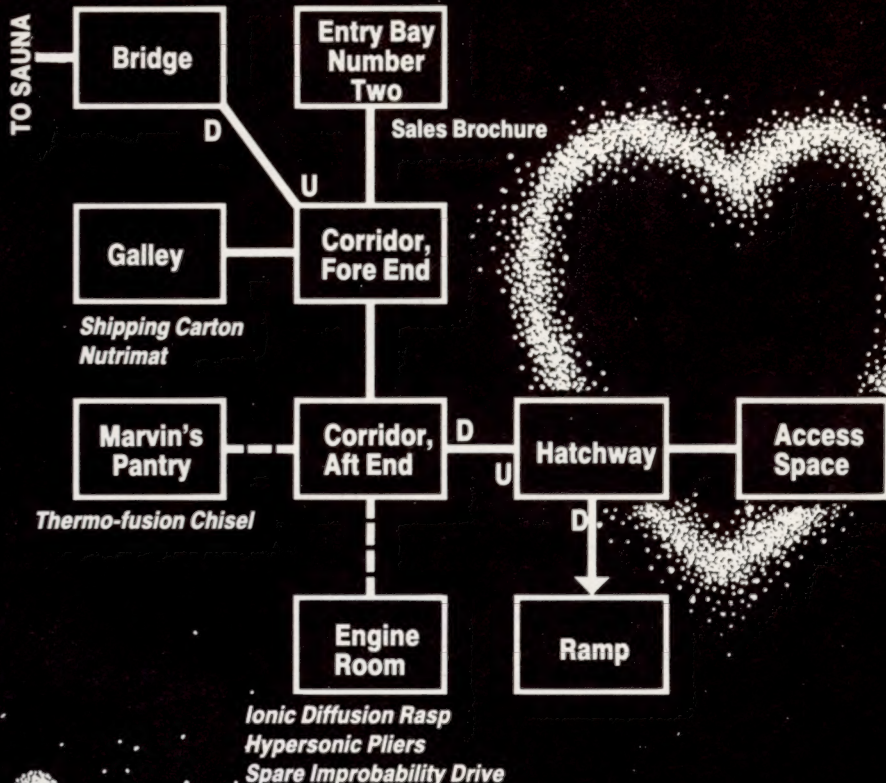
Captain's
Quarters

TO
VOGON
HOLD

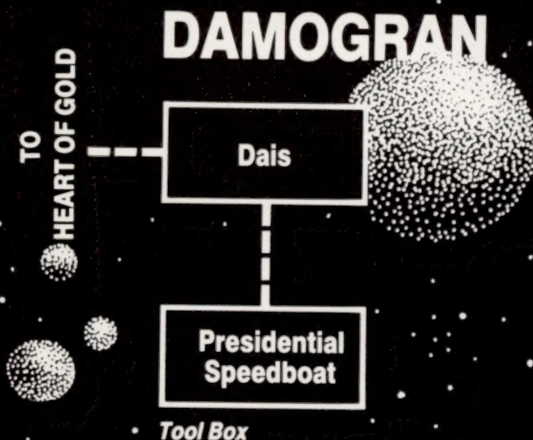
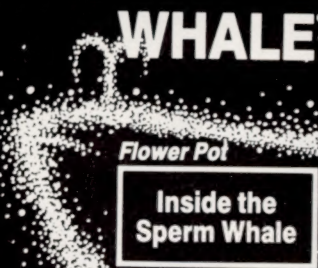


Control Console
Handbag
Molecular Hyperwave Pincer
Eddie (the Shipboard Computer)

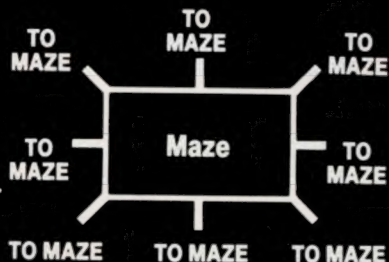
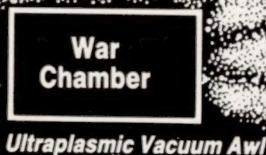
HEART OF GOLD



TRAAL



WAR CHAMBER AND MAZE





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